

2 said display module said symbols that are arranged to establish said multiple wins which share at
3 least one common wild symbol.

1 5. The game machine as described in Claim 1, wherein said display mechanism uses a
2 time interval to change a common wild symbol shared in said winning arrangements to at least one
3 other type of said symbols that established said winning arrangements.

1 6. The game machine as described in Claim 2, wherein:
2 said display mechanism displays said wild symbol in one of said display areas of said
3 display module in a static display, while said symbols in other said display areas of said display
4 module are in a changing display; and
5 said wild symbol is vibrated when said evaluation module determines that said pre-
6 determined combination of symbols are arranged in said multiple winning arrangements.

1 7. The game machine as described in Claim 1, further comprising a selection module that
2 selects a multiplication factor for game points that is pre-determined according to said winning
3 arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is
4 displayed in each of said display areas of said display module where said wild symbol is displayed.

1 8. A method for providing a game program, said method comprising the steps of:
2 providing a display comprising a changing display in which multiple symbols in a static
3 display in multiple display areas of said display are changing constantly to various symbols
4 comprising a wild symbol, said display further comprising said static display in which said symbols
5 in said changing display become static again in said multiple display areas of said display;

